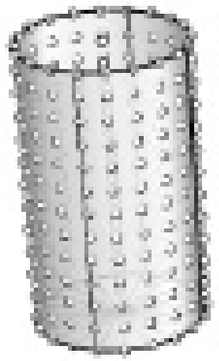
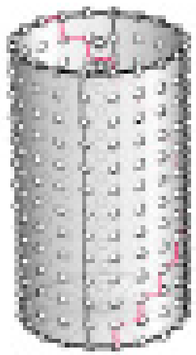
Circle
Crv from center to circle
ArrayPolar
(number=12, Angle=360)

Intersect circle with all radii curves to get points.
Array points
(x=1, y=1, z=12)

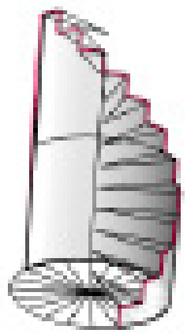


Extrude circle up to top row of points to create cylinder



Draw steps around the cylinder by create a polyline that "connects the dots"

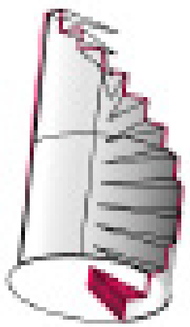
Use the 'Pull' command to pull the polyline onto the cylnder to create a curve that fully intersects the cylinder



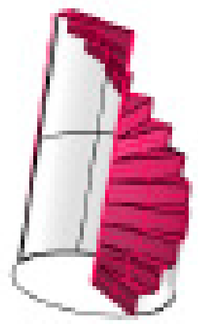
Draw a vertical line from the top step down to the base circle.

Join this vertical line with the steps curve.

Use this joined curve to Split the cylinder



Use PlanarSrf to create the step tread and Loft to create the riser



Select the two surfaces created in the previous step and ArrayPolar
(number=12, Angle=360, **zOffset = height of your stair**)